

Manual for map builders

All objects on the Train Valley map can be used for your own map projects.

Track identification:

Straight pieces:

rail 1t 10m strt

rail one track 10 meters straight

additional suffixes:

buffer: simple American buffer

cross: simple railroad crossing

suspend: piece to connect banked tracks (rail2t500r10dsup)

Curved pieces:

rail 1t 150r 10d

rail one track 150 meters radius 10 degrees

additional suffixes:

sup: banked curve

Switches:

rail 1t Pnt 190r 634d R

rail one track point 190 meters radius 6.34 degrees angle right

additional suffixes:

e: without manual control

i: without track bed, possibility to integrate in the ground

tri: tandem turnout switch

rail1tPnt190r634dend: end piece for switches

Track placing:

There are different ways to place the tracks. You can use the RoRToolkit or place the tracks in a proper 3D modeling program (Blender, 3ds Max, NOT Sketchup!). Choose the way you prefer 😊

Tracks can also be created using a spline, a tutorial might follow.

Some placement tips:

